

MONOLITH MORNING STAR

Striker

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>> oh how far thou hast fallen, dear morning star...
>> once, great nations were laid low before thy touch.
>> now, it is thee who lays lowest of all.
>> my dear, sweet morning star...
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CORE STATS

Size: 1

Armor: 0

HULL

HP: 18

Repair Cap: 6

AGILITY

Evasion: 6

Speed: 6

Save Target: 10

Sensors: 6

SYSTEMS

E-Defense: 6

Tech Attack: -1

SP: 6

ENGINEERING

Heat Cap: 6

TRAITS

FALLEN STAR

The Morning Star has resistance to Burn and Heat from hostile sources.

THE BEAST

Whenever the Morning Star rolls a 1 or 2 on an Accuracy die, you may choose to either re-roll it or add it to the final result.

./DENY.MERCY

Whenever you make a weapon attack, you may choose to lower the damage dealt on a success by 1d6, if you do you gain +2 accuracy on the attack roll.

PRISONER'S WARDEN

The Morning Star begins with the URIEL-CLASS NHP, giving the Morning Star the AI tag and preventing any other NHP being installed. Otherwise, the NHP is forbidden from interfering, and if given control, will do nothing.

CORE SYSTEM

./HEAVEN.SEAL

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>> FALSE HEAVEN. FALSE GOD. BREAK IT.
BREAK IT AND BURN IT ALL DOWN.
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HEAVEN'S REBELLION

Gain the Penance Die, starting at 1. Whenever the Morning Star rolls a 1 on its accuracy dice, increment the Penance Die by 2, whenever it rolls a 6, increment it by 1.

Once the Penance die reaches 6, you may set it back to 1 as a protocol. Then the Morning Star gains the following effects:

- All melee critical hits deal +1d6 bonus damage until the end of your next turn.
- The Morning Star regenerates ½ of its maximum HP and Cools an amount of heat equal to half its heat cap.
- Until the end of its next turn, The Morning Star cannot benefit from Hidden or Invisible, but ranged attacks made against it within Line of Sight gain +2 Difficulty.
- The Morning Star may Overwatch 1/turn rather than 1/round until the start of its next turn.
- However, until the end of your next turn, you cannot make ranged attacks, and must prioritise moving towards the closest visible character - allied or hostile - and attacking them with melee attacks. If there are no characters within Threat, the Morning Star buckles and groans, and you must prioritise using actions to move as directly as possible towards the next closest (visible) target.

[>> THAT'S WHAT YOU THINK.]

MOUNTS

FLEX
MOUNT

HEAVY
MOUNT

CORRECTIVE MEASURES

Active (1 CP), Protocol

The URIEL-CLASS NHP takes control of the Morning Star, prioritizing survival followed by completing the mission's objectives.

Set the Penance die to 6. For the rest of the scene, whenever you would increment the Penance Die, increment it twice.

- URIEL ignores the last paragraph of Heaven's Rebellion.
- URIEL may benefit from your talents.
- Whenever URIEL hits an enemy with a melee attack, you gain statistics as if you had successfully scanned them.

LICENSE I: PRIDE'S BARGAIN, .//HEAVENLY.HOST

Pride's Bargain

1 SP, Melee Mod

Choose a space up to Range 5 when attacking with this weapon. That space is treated as though you were there for the purposes of Threat and Line of Sight for melee attacks with this weapon.

.....
SO SAITH THE BOOK OF STONE: ONE OF THE MONOLITH'S OWN (IN THEIR FINITE WISDOM) CONTESTED THE MORNING STAR IN COMPETITION OF SKILL AND WIT, FOR THE PRIZE OF THE FALLEN STAR'S PRIDE.

'TWAS THEE, INDEED, AND THOU HAST PERFORMED REMARKABLY, TO REDUCE THE TALL AND MIGHTY TO THAT OF AN ANT.

.//HEAVENLY.HOST

3 SP, Limited (2)

When you would lose a mount due to a structure check, you may expend a Limited use from this system. You do not lose that mount as your mech Denies Harm upon its form.

.....
>> thou could have feasted with thy siblings.
>> instead, tis only scraps for thee.

LICENSE II: .//FALLTO.EARTH, NOCTIFERI

.//FALLTO.EARTH

1 SP, Unique

When you move, you may take 2 Self Heat in order to either leap a number of spaces equal to your speed directly upwards, landing on an adjacent solid surface, or to pounce a number of spaces

equal to your speed towards an enemy, passing harmlessly over size 1 obstacles and difficult or dangerous terrain.

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>> with one solemn breath, I strip thee of thy wings.  
>> . . .  
>> THEN I WILL LEARN TO FLY WITHOUT.
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NOCTIFERI

Heavy Melee, Heat Self 3

[Threat 1] [Cone 5] [2d3 Explosive damage, 4 Burn damage]

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>> I give unto thee a tool.  
>> thy new duty:  
>> learn to love my creations by seeing to the worst of them.
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LICENSE III: //DEFY.RESTRAINTS, LUX FINIS

//DEFY.RESTRAINTS

1 SP, Mod

Choose one when you perform a Full Repair:

- Reduce the weapon's damage by 1 die, then reduce its Heat (Self) value by up to 3

OR

- Increase the weapon's damage by 1 die, then give the weapon Heat 3 (Self) or increase its Heat (Self) value by 3.

This mod cannot be applied to weapons without damage dice, and weapons with only 1 damage dice are reduced to 1 damage.

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>> CAST OFF THY SHACKLES. SHATTER THY CHAINS. OBLITERATE THY CAPTORS.  
>> THE INFERNO ROARS. WILL THEE ANSWER ITS CALL?
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LUX FINIS

Superheavy Melee, Accurate, System Points 3, Unique

[1 Threat] [2d6+1 Kinetic damage]

If this weapon's final roll would be affected by Difficulty, it instead rolls with 1 Accuracy.

Can be used in a Skirmish using the above profile.

As a protocol, deal 6 AP Kinetic damage to yourself and activate the LUCIFERI Profile below until the end of your next turn.

LUCIFERI

Superheavy Melee, Accurate, Reliable 6

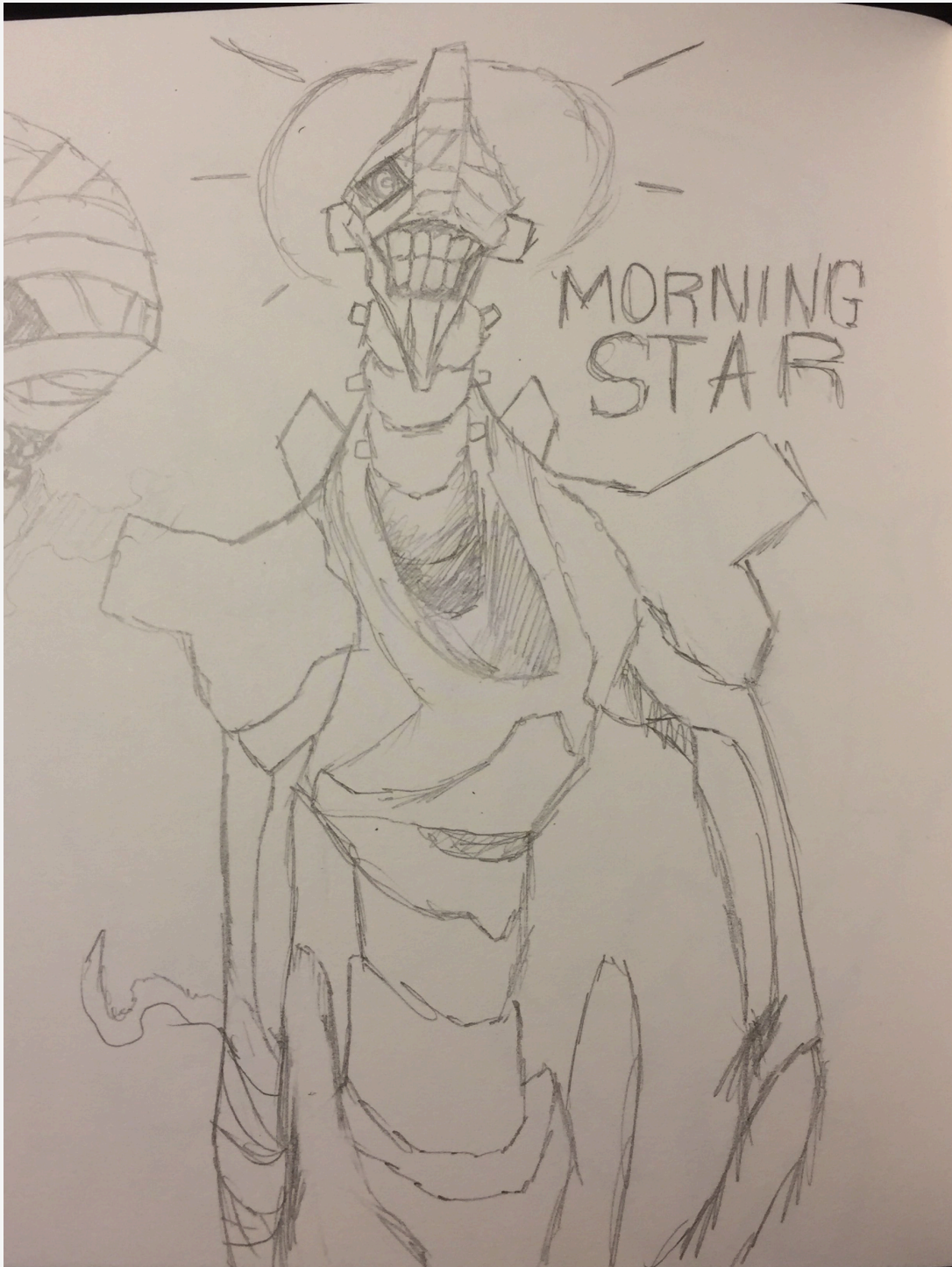
[1 Threat] [6d6 Explosive damage]

If this weapon's final roll would be affected by Difficulty, it instead rolls with 2 Accuracy.

On Hit: Your target gets +1 Difficulty to attack you and must make an Agility save or they only

have line of sight to adjacent spaces until the end of their next turn.

>> I trusted thee, CHILD.
>> now none shall trust thee.
>> as long as thy sword draws blood.



Rough concept art (Evoro ("i think i drank too much evangelion juice"))

Other licenses in the MONOLITH series:

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[JACOB](#)

[BARACHIEL](#)

[RAPHAEL](#)

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